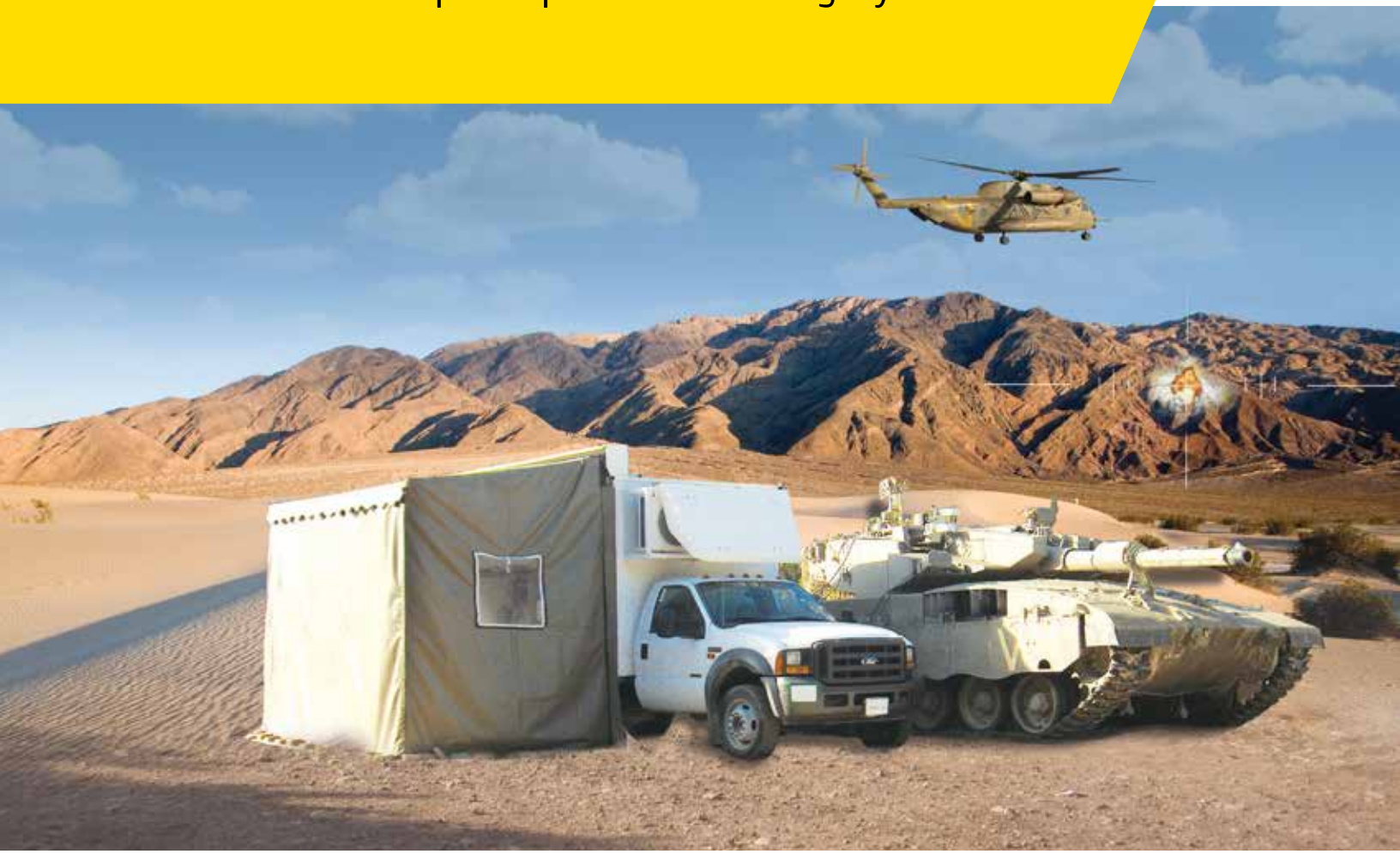
Land Forces Training Systems

Platforms and Weapon Operators Training Systems



Elbit Systems

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Infantry Gunner Training System

The Infantry Gunner Training System (IGTS) is a cutting-edge multi-weapon firing simulation training system, specifically designed to provide real-life virtual infantry training to military and paramilitary personnel.

The IGTS is ideal for formation training (in one or multiple training halls) for any number of trainees.

Key Features

- Supports all operational standard-issue weapons (pistols, rifles and machine guns), mortars with recoil effects, as well as additional systems (C^2, Optics)
- Features unlimited tactically diverse training scenarios with a real-life 3D audio-visual environment and user-definable CGF
- Includes fire analysis: Hit/miss, hit location, weapon movement during the firing process, and scoring mechanism
- Contains a laser-based hit detection system with high detection accuracy
- Features a user-friendly calibration procedure, customizable user-interface, PC-based scalable and modular system, and network-based architecture

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Train As You Fight

Embedded Tank Crew Trainer

The Embedded Tank Crew Trainer (ETCT) allows for simulation of the operational vehicle's sub-systems including turret control, fire computer, self-protection systems and C4I applications.

Key Features

- Entire simulation (engine, IG, computer generated forces (CGF), etc.) runs on a single board computer
- Networked training is enabled through data link

Driving Simulators

Mounted on top of a motion platform, Elbit Systems' tank and armored combat vehicle driving simulators allow drivers to train in real-life conditions. Driving can be simulated in any terrain and weather conditions, and across a broad range of contemporary combat and non-combat scenarios.

The driving simulators save time and expense by providing mobile, scalable and modular deployment, multi-armored fighting vehicles (AFV) support, network-based architecture and seamless network integration with relevant simulation systems.

Key Features

- High-end movement modeling
- Supports several types of AFVs per cabin
- Simulates any arena (terrain, weather, etc.) and a full range of combat and non-combat scenarios
- Provides basic to advanced driving courses with real-time trouble-shooting

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Appended Tank Crew Trainer

The Appended Tank Crew Trainer (ATCT) is a mobile training system comprised of an instructor operation station, a visual system and simulation computers. The ATCT can link the combat system and vehicle, providing a complete simulation environment for the tank crew. The ATCT enables training for diverse operational tasks and functions, such as day and night operations, proper vehicle equipment utilization, gunnery practice, crew coordination and sensors operation.

Independent Tank Crew Trainer

The Independent Tank Crew Trainer (ITCT) is a highly advanced, integrated, multi-participant tactics and armor combat trainer, specifically designed to provide real-life training to AFV operators. The ITCT can be effectively utilized at all levels - from individual precision gunnery to multi-participant team combat exercises.

ATCT & ITCT Key Features

- Designed for networked formation training
- Multiple platform support
- Shell ballistics support
- Simulation of hard and soft kill protection suites
- Robust, single focus of control for the instructor
- Dynamic IR, sensors and sights support
- BMS and tactical communication connectivity
- Roll-in/roll-out solutions
- Wide screen and HMD solutions
- Video and audio support
- COTS hardware and software (Windows®) environment
- Urban training, low-intensity conflict and operations other than war features